
Subject: IDL objects and names

Posted by [s\[1\]](#) on Wed, 12 Feb 2003 11:32:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all,

when I create an IDL object, I can give it a name, like
`olmg = OBJ_NEW('IDLgrImage',Name='myImage').`

I thought that this might be nice for debugging, but neither `help` nor `heap_gc,/VERBOSE` display the names of the objects.

Is there a way to make `heap_gc` and `help` display the names?
Are there any other techniques to get more info about objects that are removed by `heap_gc`?

I mean, with an `heap_gc,/VERBOSE` output like
`<ObjHeapVar37> STRUCT = -> IDLGRPALETTE Array[1]`
I can't do much when I have a lot of `IDLgrPalettes` around.

Thanks a lot,

Sebastian
